

Jaime Garrido C++ Developer

✉ garridoramirezjaime@gmail.com

📍 Spain

ABOUT ME

I'm a C++ programmer with a strong focus on graphics programming and real-time rendering. I enjoy tackling complex problems, approaching them with both creativity and a solid mathematical foundation. Passionate about continuous learning, I am driven to expand my knowledge and explore new technologies to push the boundaries of what I can create.

PROJECTS

Katto: Rising Tides  09/2023 – 07/2024

Steam Published Third-Person 3D Platformer Developed in Unreal

Engine 5.2

- Implemented **core player interactions** (platforms, traps, buttons, cameras, cinematic sequences).
- Built **custom spline-based camera systems, shaders, particle VFX**, and performed **performance optimisation**.
- Integrated **art assets** and collaborated within a **17-member Agile team**.

Custom C++/OpenGL Engine 09/2023 – 06/2025

Real-Time Rendering Engine with Editor and Advanced Graphics

Features

- Developed **real-time multi-light rendering with shadow maps** and **shader-based effects**.
- Implemented **Distance-Based Interior Mapping** for optimised room rendering.
- Built **ECS, logger, asynchronous asset loading**, and a **custom editor**

Custom PS5 Graphics Engine & Game 09/2024 – 05/2025

Developed from Scratch Using Sony API | Team of 5

- Built a **data-oriented graphics engine** from scratch, optimised for PS5 performance.
- Implemented a **procedural post-processing shader system** using Python.
- Developed a **complete game** fully using the custom engine.
- Focused on **efficient rendering pipelines** and overall **performance**.

EDUCATION

BSc in Computer Science for Games Sheffield, England

Sheffield Hallam University

[First Class] Completed a top-up year at Sheffield Hallam University, enhancing my expertise in C++ and graphics programming.

HND in Computing Valencia, Spain

Escuela Superior de Arte y Tecnología

[Distinction] Completed a three-year degree at ESAT, specialising in C++ and graphics programming with OpenGL, gaining experience in low-level assembly and Game Engines.

SKILLS

Programming Languages

C, C++ (23), C#,
Python, SQL

Game Engines

Unreal Engine 5
Unity

Grafic Frameworks

OpenGL,
PlayStation 5 API, PSSSL

Software

Visual Studio, Rider
Github, Perforce, Trello, Jira
RenderDoc, NVIDIA Nsight